

# MISSION 3 : CAPTURE THE BRIDGE

## EVENT TABLE

<b>1</b>	Place the Bridge in Stripe #1. Place the Defensive Forces as a single Group in Stripe #1.
<b>2</b>	Place the Bridge in Stripe #1. Place the Defensive Forces as a single Group in Stripe #2.
<b>3</b>	Place the Bridge in Stripe #2. Place the Defensive Forces as a single Group in Stripe #2.
<b>4</b> <b>5</b>	Nothing
<b>6</b>	Roll on [Patrol Table] on the Army Sheet.
<b>7</b>	Enemy: two Rifles on <b>TREES</b> .

Your Squad must capture a Bridge, currently under control of the Enemy

**Map:** A

**Objective:** Capture a vital bridge. To take control of the bridge you must eliminate the defending forces.

**Game turns:** 10

**Setup:** Pick Event Markers 1 through 3. Place one random marker on Stripe #3. Pick Event Markers 4 through 7. Place one random marker on Stripe #4 through Stripe #6.

**Special Rules:** Generate the Defending forces using the [Defensive Forces Table] only when an EM triggers the placement of those units.

**Reconnaissance:** At the beginning of the Mission roll 1d6. On a result of 5+, Enemy Tanks have been sighted in the area. You receive a free Anti-Tank team from the Platoon HQ (roll on the [Anti-Tank Team] table to determine the team composition). In addition, add a +2 DRM to the roll on the [Defensive Forces Table].

## TERRAIN TABLE

Stripes	Die Roll			
<b>1 - 2</b>	■ ■	■ ■ ■ ■	■ ■ ■ ■ ■ ■	
	Open			
<b>3 - 4</b>	■ ■	■	■ ■ ■ ■	
	Open			
<b>5 - 6</b>	■	■ ■	■ ■ ■ ■	
	Open			

## ENEMY ACTIVATION TABLE

Die Roll	Effect
■	If the activated group contains Suppressed units then Rally. Otherwise, Attack nearest target group.
■ ■ ■	If there's a Target Group in range, Attack nearest Target Group. Otherwise, <b>COVER</b> .
■ ■	If there's a Target Group at Range 0, Close Combat. Otherwise, <b>COVER</b> then Attack Target.
■ ■ ■ ■	Remove <b>COVER</b> counter from Target group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, <b>COVER</b> then Attack Target.

## ENEMY PRESENCE TABLE

Die Roll	Effect
■ - ■	Nothing
■ ■ ■ ■ ■ ■ ■ ■	Roll on the [Patrol Table] on the Army Sheet. Place the Enemy Forces in Stripe #2

## TARGET TABLE

Die Roll	Group Selection
■ ■ ■	Smaller Group
■ ■ ■ ■	Larger Group
■ ■ ■ ■ ■ ■ ■ ■	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
■ ■ ■ ■ ■ ■ ■ ■	Unit with lower TN
■ ■ ■ ■ ■ ■ ■ ■	Unit with higher CF: if attack cannot cause damage then select unit with lower TN

## DEFENSIVE FORCES TABLE

Add +2 to the roll if Enemy Tanks have been signaled in the Reconnaissance Roll.

■ ■	3xRifles on the <b>BRIDGE</b>
■ ■ ■ ■	3xRifles and SMG (with one Grenade) on the <b>BRIDGE</b>
■ ■ ■ ■ ■ ■ ■ ■	LMG and Rifle on the <b>BRIDGE</b>
■ ■ ■ ■ ■ ■ ■ ■	Tank and 2xRifles on the <b>BRIDGE</b>

# MISSION 4: WAVE ZERO

## EVENT TABLE

		Place one Friendly Mortar Team (50mm/60mm) in Stripe #5. If this event has already happened, then nothing.
		HMG on <b>FOXHOLE</b> . Use the [Special Activation Table] for this unit.
		LMG on <b>FOXHOLE</b> . Use the [Special Activation Table] for this unit.
		Nothing
		Enemy: roll on [Patrol Table] on the Army Sheet. Always place the Enemy on the current stripe.
		Enemy: Flame Thrower in <b>COVER</b> .
		Barbed Wire <b>[OBSTACLE]</b> .

You're taking part to an amphibious attack: the objective is an enemy-controlled beach.

**Map:** B

**Objective:** Reach Stripe #3 and eliminate the enemy forces defending this area.

**Game turns:** 10

**Setup:** Pick Event Markers 1 through 5. Place two random markers on Stripe #2 and Stripe #3. Pick Event Markers 6 through 10 and place three random markers on Stripe #4.

Friendly units start on Stripe #6 (at sea).

**Special Rules:** Each Turn in the Enemy Presence Check reveal one of the EM in Stripe #2 or Stripe #3 (your choice). Roll on the [Enemy Presence Table] only if there are no EM in Stripe #2 and #3 and one or no Enemy Units are present on the Map.

Each time one Group enters Stripe #4 reveal one EM (if any remain).

## TERRAIN TABLE

Stripes	Die Roll		
1 - 2			
	Open +		
3			
4			
5			
6			

## ENEMY ACTIVATION TABLE

	If the activated group contains Suppressed units then Rally. Otherwise, Attack nearest target group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, <b>COVER</b> .
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, Advance.
	If there's a Target Group at Range 1 or 0, Advance (if needed) then Close Combat. Otherwise <b>COVER</b> then Attack Target.
	Remove <b>COVER</b> counter from Target Group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, <b>COVER</b> then Attack Target.

## ENEMY PRESENCE TABLE

	Nothing
	Roll on the [Patrol Table] on the Army Sheet. Place the Enemy on Stripe #2.

## SEA MOVEMENT TABLE

	Difficult navigation: you must stay at sea.
	Enemy Fire: your units suffer 1d3 Suppression results (randomly distribute this damage)
	Deploy the units in Stripe #5. You can create a max of 1d3 Groups, each with max two units. Resume the standard Game turn with the Enemy Presence Check.

## SPECIAL ACTIVATION TABLE

	If the activated Group contains Suppressed units then Rally. Otherwise no effect (the enemy fire is directed against a different sector of the beach).
	Attack Group in Shallow Water (if any). Otherwise Attack Target Group.
	Attack Target Group.
	Remove <b>COVER</b> counter from Target Group (if any) then Attack Target.

## TARGET TABLE

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

  

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF: if attack cannot cause damage then select unit with lower TN

# MISSION 5 : DEMOLITIONS SQUAD

## EVENT TABLE

	Place the Objective in Stripe #1. Place the Defending units as a single Group in Stripe #1.
	Place the Objective in Stripe #2. Place the Defending units as a single Group in Stripe #2.
	Place the Objective in Stripe #1. Place the Defending units as a single Group in Stripe #2.
  	Nothing
	Roll on [Patrol Table] in the Army Sheet
	Enemy: Two Rifles on <b>TREE</b>

Your team has been ordered to destroy a critical objective.

### Map: A

**Objective:** You must destroy a critical objective. Roll on the [Objective Table] to determine the objective, then read the associated box to determine how to proceed once you have determined the objective.

**Game turns:** 10

**Setup:** Pick Event Markers 1 through 3. Place one random marker on Stripe #2. Pick Event Markers 4 through 8. Place one random marker on Stripe #3 through Stripe #6.

**Special Rules:** Use the **OBJECTIVE** Marker to represent the Objective. Generate the Defending forces using the [Defensive Forces Table] only when an EM triggers the placement of those units.

**Special Equipment:** See the objective special rules.

## TERRAIN TABLE

Stripes	Die Roll	Terrain		
1 - 2				
	Open	+1	+1	
3 - 4				
	Open	+1	+1	+2
5 - 6				Open

## ENEMY ACTIVATION TABLE

Die Roll	Effect
	If the activated group contains Suppressed unit then Rally. Otherwise, Attack nearest Target Group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, <b>COVER</b> .
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, Advance.
	If there's a Target Group at Range 1 or 0, Advance (if needed) then Close Combat. Otherwise, <b>COVER</b> then Attack Target.
	Remove <b>COVER</b> counter from Target group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, <b>COVER</b> then Attack Target.

## ENEMY PRESENCE TABLE

Die Roll	Effect
	Nothing
	Roll on the [Patrol Table] on the Army Sheet

## DEFENSIVE FORCES TABLE

Die Roll	Effect
	3xRifles on a <b>TREE</b>
	3xRifles and SMG (with one Grenade) on a <b>BUILDING</b>
	LMG and Rifle on a <b>BUILDING</b>

## TARGET TABLE

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF; if attack cannot cause damage then select unit with lower TN

## OBJECTIVE TABLE

	Destroy Ammo Depot
	Destroy AA Gun

**Ammo Depot Special Rules:** To destroy the Ammo Depot you must attack it (TN=4) and place 3 **SUPPRESSION** Markers on it. If there are Enemy units on the same Stripe, the Ammo Depot can only be attacked by spending two APs.

**AA Gun Special Rules:** To destroy the AA Gun, one unit equipped with a Demo Charge must successfully attack it (TN=5). The AA Gun cannot be attacked while there are Enemy units on the same Stripe.

**Special Equipment:** Assign to one unit, at the beginning of the mission, one Demo Charge (CF=3). Demo Charges can only be used against the AA Gun and are immediately discarded when the attack is successful.